Games

Game 1: "Prophet's Path"

Objective:
Navigate with your group to the right path just like the prophet Micaiah, who stood up for the truth.

Materials Needed:
- Construction paper (two colors) for paths
- Markers
- Micaiah's Script Cards with simple summaries of points from 1 Kings 22
- Blindfold

Number of Players:
4-10

Setup:
1. Create two paths on the floor using construction paper, one using the first color (true path) and another with the second (false path).
2. Write snippets of Micaiah's story on Micaiah’s Script Cards.
3. Place the cards randomly along the true path.

Instructions:
1. Divide the players into small teams of two or three.
2. One player is blindfolded and guided by their teammates.
3. Teams help the blindfolded person navigate to collect Micaiah's Script Cards only from the true path.
4. When they step on a piece of paper, their team reads the script card aloud.
5. Switch roles after each round to allow everyone to guide and retrieve cards.

How It Reinforces the Lesson:
The game illustrates the challenge of discerning truth, mirroring Micaiah’s commitment despite opposition.

Game 2: "King Ahab's Council"

Objective:
Engage in a council meeting to discuss whether to go to war, reflecting the discussions King Ahab had with the prophets.

Materials Needed:
- Character name tags (King Ahab, Micaiah, True Prophet, False Prophet, Jehoshaphat)
- Prompt Cards with scenarios and advice

Number of Players:
5-8

Setup:

1. Assign each player a character and giving them the respective name tags.
2. Provide Prompt Cards detailing what advice their character would offer based on 1 Kings 22.

Instructions:
1. Gather the group in a circle to mimic a court of council.
2. Read aloud a scenario involving going to war against Ramoth-Gilead.
3. Each character reads their prompt card with arguments for or against going to war.
4. Allow for discussion between characters and conclude with Ahab making a decision.
5. Rotate roles after each scenario to give everyone a chance to play different characters.

How It Reinforces the Lesson:
Students engage in role-play to explore decision-making dynamics and the importance of truth.

Game 3: "Raven Messenger Relay"

Objective:
Deliver messages back and forth, representing the role of messengers in conveying truth, as seen with Micaiah’s prophecy.

Materials Needed:
- Envelopes with messages (truthful and false)
- Space to run (a field or gym)

Number of Players:
6-12

Setup:
1. Divide the area into two 'kingdoms.'
2. Place envelopes with different messages at the starting line in each kingdom.

Instructions:
1. Divide players into two teams representing different kingdoms.
2. On "go," messengers run to the opposing kingdom, grab an envelope, and return.
3. The team decides if the message is true or false based on their understanding of the story.
4. Teams earn points for retrieving true messages and lose points for false ones.
5. Continue until all envelopes are retrieved.

How It Reinforces the Lesson:
The relay encourages active participation in recognizing and valuing true messages, akin to how Micaiah's true prophecy was vital.